



Shadow ZONE

Chernobyl – The Nuclear Apocalypse

Shadow ZONE

Overview

Shadow Zone is step-by-step strategy game based on science fiction screenplay. Player's character is a hero accepted quest in order to save the world from thermonuclear danger. His mission is to breakthrough security perimeter of Alienation Zone and to prevent development of thermonuclear chain reaction in the middle of the 'Shelter' object, which hides half destroyed nuclear reactor at Chernobyl nuclear power plant. During the mission hero will be attacked by mad Black Stalkers and awful creatures of the Zone.



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Mission

The game has a background story to have more realism. The player can play without any deepening in the game story. The story only gives explanations for the events in the game world for the players who like to have them. All story lines are given in the form of quest: the player gets a line about the problem he should solve and these lines serve as an information source.

At the beginning of the game the player will conduct little squadron of Fighting Bots. Further during the game new units will be uncovered to the player as he acquires more knowledge and discover new areas. All this time a lot of enemies will stand against the player in attempts to stop his mission. Enemies can be differentiated on two types – the Zone creatures and the *Black Stalkers*. The former are furious mutants who live in Zone and hate any intruders. But the latter are mad human beings who just want to arrange new nuclear Apocalypse and destroy humankind. *Black Stalkers* also can use mechanical units against player.

In order to complete his mission player should collect particular number of *Alien Artefacts* and carry them to the 'Shelter' object. After all *Alien Artefacts* placed in 'Shelter' object the thermonuclear reaction will be stopped and the world will be saved.

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Storyline

Year 1986

It's been a tragic explosion at fourth block of Chernobyl Nuclear Plant. After the explosion, the 4th block was surrounded by defence called 'Shelter' and 30 km radius Zone of alienation was created. Since that time no one enters 'Shelter'...

Year 2008

Radiation in Zone constantly has affected different beings that developed undiscovered abilities. There have been many anomalies and artefacts in the Zone because of the actions of these creatures...

Year 2010

From all over the World the fortune hunters have been coming to Chernobyl to research Zone. Artefacts, found in Zone, are valuable and can be sold to dealers on black market. A small village was founded near Zone; people who lived there and voluntarily took part in researching Zone were called Stalkers...

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Storyline

Year 2012

Having lived near Zone few years, many Stalkers managed to marry and build own homes. These people have settled their life and would not live anywhere away from Zone...

Year 2014

The high radiation activity is indicated in 'Shelter'. Scientists assume: situation can get out of the control that can lead to a new nuclear Apocalypse. A team of Stalkers was gathered with order to get into 'Shelter' and try to find out the reasons of high activity in the middle of half destroyed reactor. Their names forever will be kept in memory of humans – Jane, Nikita and Peter.

But mad Black Stalkers are want to stop their mission in order to arrange the Apocalypse and destroy the humankind..

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Game Features

- ❖ Interesting and exciting game story, particularly based on real-world events (tragic explosion of 4th block of Chernobyl nuclear power plant).
- ❖ Seven precisely balanced missions in campaign mode with more than forty hours to finish all tasks.
- ❖ Eight skirmish maps to fight against one up to three opponents. New skirmish maps become available to player when he advances in campaign mode. Ability to download skirmish maps from server (available only in advanced version).
- ❖ Graduate technological development of player and enemy forces during campaign.
- ❖ Seven types of game world terrain. Each type has defined cost of passing through and additionally can increase/decrease some abilities of the character staying there.
- ❖ Four types of buildings with various meaning in the gameplay.

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Game Features

- ❖ Player and enemy have ability to occupy buildings in order to gain additional resources, to heal and restore units and to buy new ones.
- ❖ Twelve types of battle units including commanders (Stalkers) with different abilities.
- ❖ Each battle unit has five major abilities allowing a variety of strategic decisions during the battle. These abilities are: attack range, movement range, defence power, attack strength and experience. These values as well as cost of the unit depend on its type. Thus we have expensive but powerful units and cheap but weak units.
- ❖ Experience of each battle unit increases during fighting. With more experience points each battle unit gain more attack power.






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Game Features

- ❖ Hot keys to acquire operative tactical data about all units on the map as well as to render attack area of selected unit.
- ❖ Mini map to depict all units on the map and all buildings.
- ❖ Save game feature with three slots to store game at any time when player need this. Data in save slots can be overridden multiple times.
- ❖ Marvelous graphics and outstanding sound effects.
- ❖ Continuous and intuitive user interface.





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Battle Units

	Fighting bot	Fighting bots are solid all-round fighters that form the backbone of any army. They are also the only unit that can capture ruins to earn credits.
	Laser bot	With their powerful laser guns these bots can attack from a distance and are especially powerful against airborne enemies.
	Scrap bot	Crafted by engineers from the scraps of crashed bots right on the battlefield these units almost as strong as Fighting Bots.
	Flying bot	These massive flying robots are extremely mobile as well as deadly in attack on land, air and water.
	Laser cannon	Laser cannons have enormous attack range, but can either move or attack during a turn, not both.







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Battle Units

	Engineer	Skilled in the use of engineering, Engineers are weak in close combat. However, their ability to resurrect fighting bots from dead scraps can be decisive in a battle.
	Dwarf	Dwarfs are other Zone mutants - slow but immensely strong in defence. A dwarf stationed in a building or a well defended mountain is very difficult to defeat.
	Blind dogs	Blind dogs are feared hunters that travel in packs. Their bites are poisonous and decrease attack and defence rate at one turn.
	Fireball	These intelligent clots of pure energy can strengthen the attacking power of nearby friendly units. In close combat they are especially deadly against any machinery including bots and cannons.







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Battle Units

	Walking fish	Walking fish are mutated creatures of the Zone. When in water, their have greater movement range, stronger defence and much powerful attack.
   	Stalkers	A Stalker is very strong in attack and defence. They can occupy the BASEs to produce battle bots or to buy other Zone creatures.
	Alien artifact	Aliens have visited Zone after cataclysm and left there artefacts. These artefacts can be used to research new technologies and to tame Zone creatures. During the mission hero should collect particular number of such artefacts in order to suppress thermonuclear chain reaction and complete his mission.

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Buildings

	Healing point	Serves to heal all live units and provides marketplace to buy new units.
 	Bunker	Can be occupied by any unit increasing its defence rate.
	Base	Can be occupied by STALKER and serves to produce fighting units as well as shelter for staying units. Also all mechanic units while staying here are repaired if needed.
 	Ruins	Can be repaired and occupied by FIGHTING BOTs or STALKERS and serves as source of minor ZONE artefacts, which can be sold for credits.

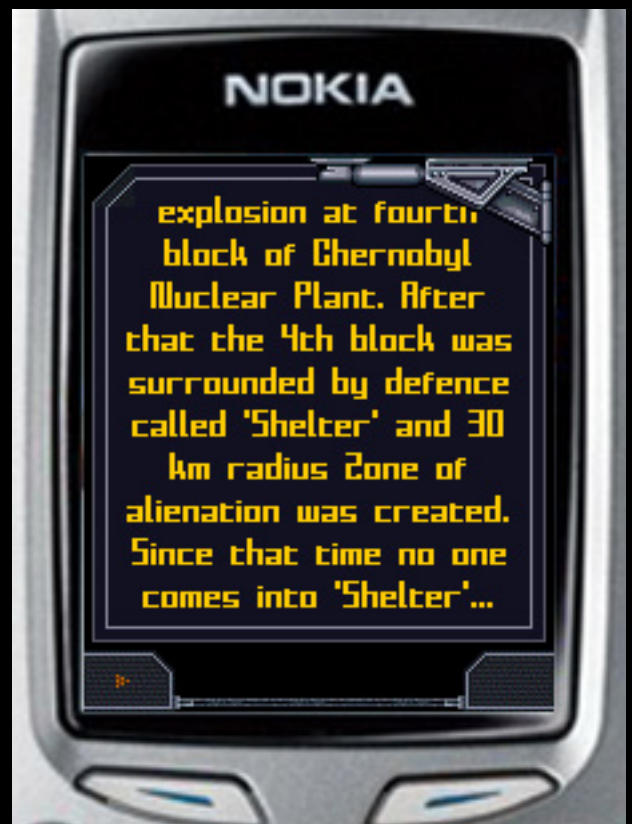
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Terrain

	Swamp	Highly radioactive fluid – the living place of WALKING FISH. Increases their movement range, defence rate and attack power.
	Road	Provides fast and easy way to move your battle forces, but doesn't give them any protection.
	Bridge	Bridge is a facility to ford a swamp.
	Plain terrain	When a unit stays on plain terrain it gains some defence and can be moved with the same speed as on the road.
 	Hills Mountains	Moving in hills or mountains for ground units is not so easy, but they gain great additional defence here.
	Forest	As in case with mountains there is slower moving speed, but greater defence to the units staying in forest.

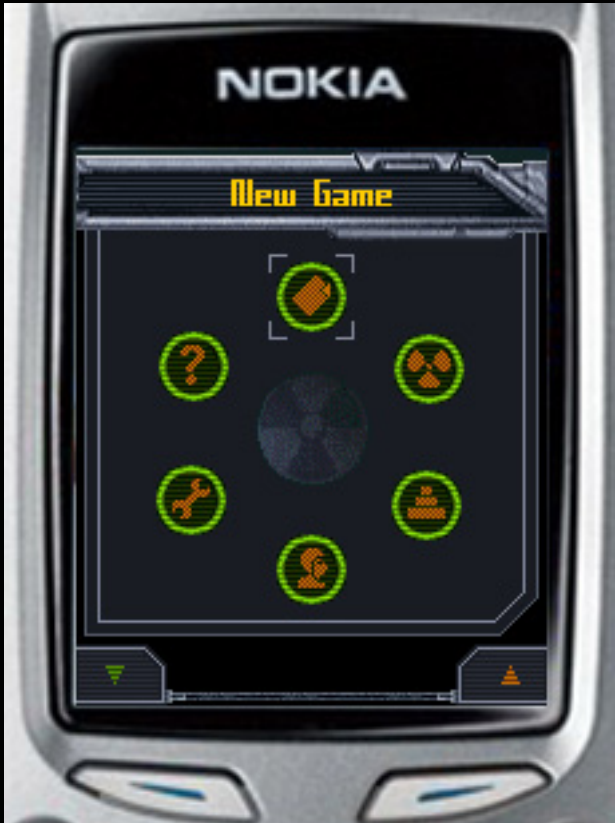
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Featured Screenshots



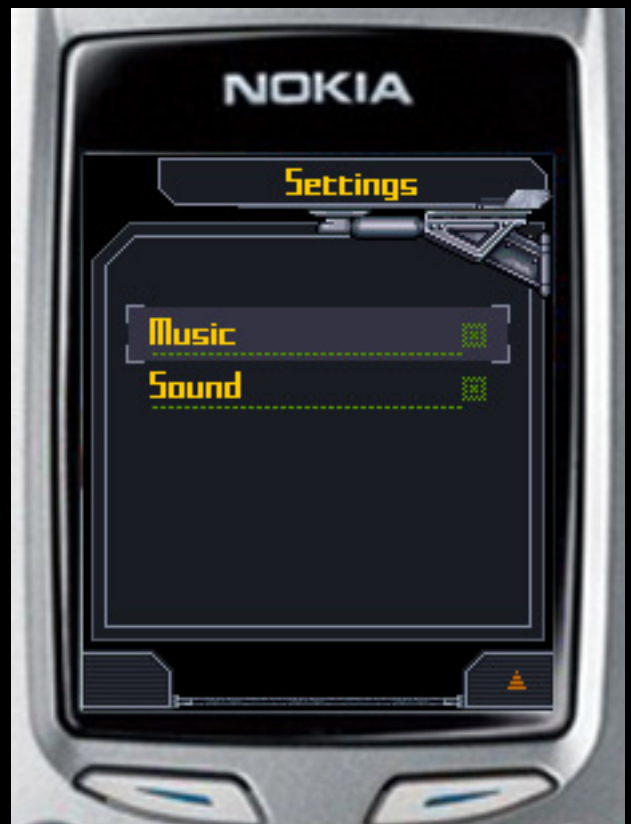
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Featured Screenshots



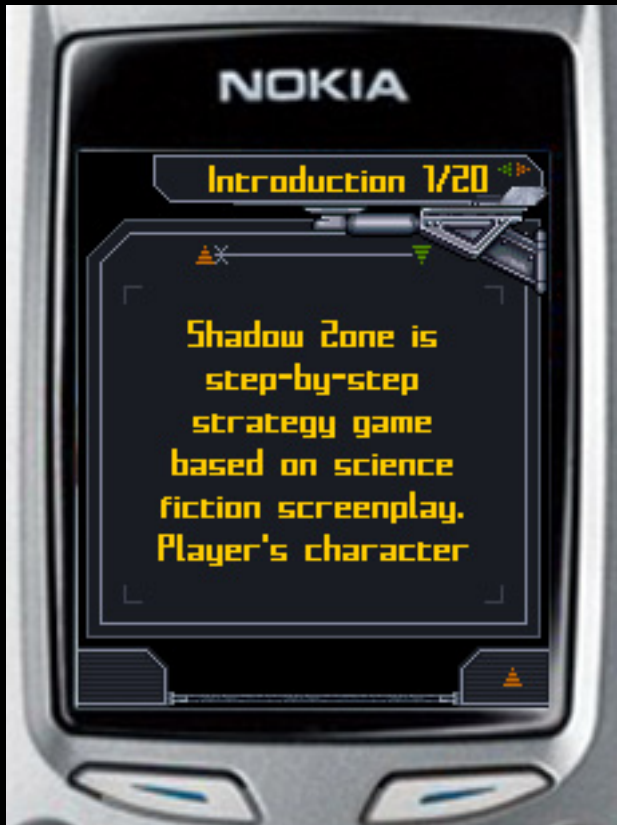
Select appropriate action in dynamic main menu.

Adjust game settings in accordance with your preferences.



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Featured Screenshots



Select mission to play among already opened levels in campaign mode.

Read comprehensive instructions and tips in game help.



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Featured Screenshots



You can load saved game and start your battle from particular turn as it was when you stored your game.

Receive storyline messages and tips during the game in appealing personalized dialogs.



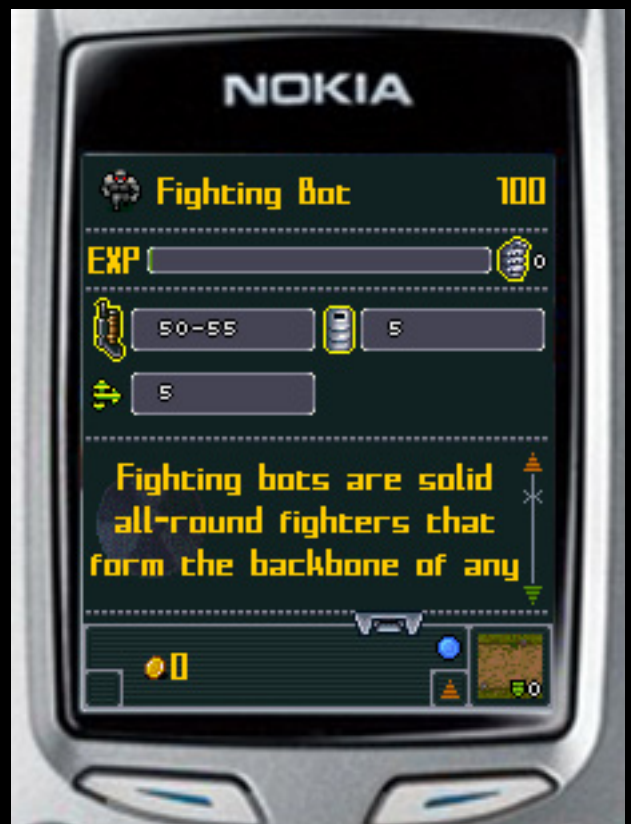
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Featured Screenshots



Easy change position of your units in accordance with current game situation by moving cursor over the highlighted area.

Monitor health level of your own or enemy's unit by watching health bar above it. Use keyboard shortcut to get detailed info about currently selected battle unit.



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Featured Screenshots



Select appropriate action from context sensitive action menu during your turn.

Decide whether to attack or not enemy unit and select a unit to be attacked if several enemy units appear in the attack range.



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Featured Screenshots



Immediately watch how many health points your unit loses during attack.

Save your game any time you wish and continue your battle next time from saved point. All your achievements will be saved and nothing important will be lost.



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Featured Screenshots



Do you lost your units during the battle? Try mini map to find them.

Nothing can be lost unintentionally – during all critical operations, which may result in data loss, the player will be prompted for a confirmation.



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Featured Screenshots



Read mission objectives any time you wish through the in-game context menu.

Buy available units at the base. More units will be available to the player during his technological development.



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Conclusion

Thanks for your interest in our game. We hope you will enjoy playing ShadowZone as much as we enjoyed creating it!

Please contact us:
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